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About This Content

Pathfinder Player Companion: Ranged Tactics Toolbox

Command the battlefield from afar with Ranged Tactics Toolbox! The fresh new tips, tricks, and tactics in this volume enable your Pathfinder RPG character to perform a huge variety of daring deeds from a distance--whether you're launching fearsome warning shots at distant foes, hurling axes that swirl with cyclonic energy, or shooting your bow while clinging to a rope with your legs.

Ranged Tactics Toolbox is a player-focused manual that makes the most of your ranged weapons, spells, and abilities, in addition to providing a plethora of new rules options to make you even more formidable in combat. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player.

Inside this book, you'll find:

- Tips on how best to fight in ranged combat, including suggestions for specific rules options that can give you the edge as well as tactics available to all characters.
- Dozens of new magic ranged weapons, weapon special abilities, ammunition, and wondrous items to fling at your foes or protect you from distant attackers.

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- Over 20 new feats to bolster your combat prowess at range, including combat, teamwork, and metamagic feats.
 - An illustrated guide that provides terminology for various parts of iconic ranged weapons such as bows, crossbows, and pistols.
 - Tons of new spells, equipment, weapon types, character options such as magus arcana and ranger traps, and much, much more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.

*Converted by: **Scott Geeding***

Released on May 05, 2019. Designed for Fantasy Grounds version 3.3.8 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

Title: Fantasy Grounds - Pathfinder Player Companion: Ranged Tactics Toolbox (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 14 May, 2019

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

PATHFINDER
ROLEPLAYING GAME

RANGED TACTICS TOOLBOX

CREDITS & LEGAL FOR YOUR CHARACTER

INTRODUCTION

CLOSE-RANGE TACTICS

CLOSE-RANGE TACTICS

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SPECIFIC TACTICS

FEATS

CONCENTRATED SPLASH

DIRECTED DISARM

RELENTLESS SHOT

PRPG ruleset v3.3.8 for Fantasy Grounds
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CoreRPG ruleset v3.3.8 for Fantasy Grounds
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Theme: Pathfinder Official, v1.0
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Modifier

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

CONCENTRATED SPLASH

[Combat]

You can limit the splatter of your splash weapons to increase damage against your target.

Prerequisites Precise Shot or Throwing

Benefit

When you deal a direct hit with a splash weapon that normally also deals splash damage, you can choose to forgo dealing splash damage to the target of your splash weapon. This damage is multiplied by 50%.

This feat cannot be used with an APGL.

CLOSE-RANGE TACTICS

CLOSE-RANGE TACTICS

For ranged combatants, combat at distances of less than 60 feet can be their greatest challenge. Allies enter the fray and become inadvertent targets for missed shots, and the line between ranged and melee combat blurs as enemies move closer. Archers and slingers alike can better protect themselves and their allies by learning how and when to switch between ranged and melee weapons when the battle gets up close and personal.

DIRECTED DISARM

[Combat]

A weapon you pull from one enemy's grip flies toward another enemy.

Prerequisites Int 13, Combat Expertise, Greater Disarm, Improved Disarm, base attack bonus +11.

Benefit

Whenever you successfully use a combat maneuver to disarm an opponent, the disarmed weapon lands up to 15 feet away from its wielder, in the direction you choose. Alternatively, you can make a ranged attack as an immediate action with the disarmed weapon against another opponent, as long as the disarmed weapon is a

RELENTLESS SHOT

[Combat]

You keep your aim steady on a doomed foe.

Prerequisites Point Blank Shot, base attack bonus +6.

Benefit

When you successfully trip an opponent within 30 feet with a ranged attack, you threaten that opponent until your next turn. You can make attacks of opportunity against that opponent with ranged weapons. This effect ends if you attack another target or the opponent moves from its current square.

Normal

PATHFINDER
Roleplaying Game

AMMUNITION

Name	Price	Weight
Ammunition		
Barbed Arrow (20)	2 gp	3
Incandary Arrow (20)	10 gp	3
Pronged Arrow (20)		
Throwing Arrow		
Magic Ammunition		
Arrow of Charming		
Boulder Bullet		
Boulder Bullet (greater)		
Boulder Bullet (lesser)		
Dizzying Bullet		
Mule Dart		
Phase Arrow		
Reporting Cartridge		
Scouting Cartridge		
Splitting Bolt		
Tenacious Atlatl Dart		
Venomous Whipper Dart		
Vulnerability Bolt		

GOODS AND SERVICES

Name	Cost	Wt
Bell Tripwire Trap	2 gp	2
Camouflage Blanket	12 gp	2
Contracting Rope	50 gp	5
Ear Trumpet (common)	25 gp	2
Ear Trumpet (masterwork)	100 gp	2
Fire Wheel Firework	200 gp	1
Flight Grapple	50 gp	2
Cabion	1 gp	2
Perfect Ice	1,000 gp	
Portable Bolt Trap	125 gp	9
Sentry Mannequin (masterwork)	80 gp	35
Speaking Trumpet	6 gp	2
Spyglass (masterwork)	4,000 gp	2

WEAPONS

Name	Cost	Damage	Crit	Req	Wt	Properties	Damage Type
Simple Ranged							
Stonebow	35 gp	1d4/1d6	x2	50	4	-	Bludgeoning
Martial Ranged							
Hurlbat	8 sp	1d4/1d6	x3	10	2	-	Piercing and Slashing
Spear-sling	50 gp	1d6/1d8	x3	2	-	-	Piercing
Throwing Arrow Cord	-	1d3/1d4	x2	60	-	-	Piercing
Exotic One-Handed Melee							
Xylokharne	5 gp	1d4/1d6					
Exotic Ranged							
Crossbow	400 gp	1d8/1d10					
Stosbow	250 gp	1d6/1d8					
Staff	180,375	1d6/1d8					
Staff	36,320	1d6/1d8					
Staff	11,400	1d6/1d8					
Bow	10,130	1d4/1d6					
Bow	25,700	1d8/1d10					

MAGIC ITEMS - BY TYPE

Name	Slot	Cost
Magic Weapon Enhancement		
Cyclonic	none	+2 bo
Dazzling	none	+2 bo
Glimmerwake	none	+2 bo
Interfering	none	+5 bo
Sniping	none	+1.87
Sniping (greater)	none	+5.62
Sniping (improved)	none	+3.50
Sonic Boom	none	+3 bo
Spell Hurling	none	+1 bo
Talking	none	+3 bo
Veering	none	+1 bo
Magic Wondrous Item		
Alchemist's Atlatl	none	1,500
Assassin's Sight	none	5,250
Assassin's Sight (greater)	none	12,250
Entangling Aquillette	shoulders	2,000
Ranged Pilon	none	800 gp
Ring of Far Strike	ring	6,000
Sandals of Interception	feet	8,000
Shadow Fletching	head	8,000

SPECIAL ABILITIES BY TYPE

Name
Archetype: Barbarian
Archetype: Bard
Archetype: Monk
Archetype: Ranger
Archetype: Power
Archetype: Splitter
Archetype: Feats
Archetype: Juggling
Archetype: Combat Style Feat
Archetype: Evasion
Archetype: Exceptional Pull
Archetype: Fast Reactions
Archetype: Fast Thrower
Archetype: Flurry of Blows
Archetype: Focused Rage
Archetype: Greater Intercept
Archetype: Improved Intercept

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